CS550 Assignment Four

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The code animates an object's position, rotation, scale, and color over time. It also configures the lighting position and color dynamics. The animation seems to loop over a set duration (MSEC), with glutGet(GLUT_ELAPSED_TIME) % MSEC calculating the current time within the loop and gluLookAt controlling the camera's position and focus.
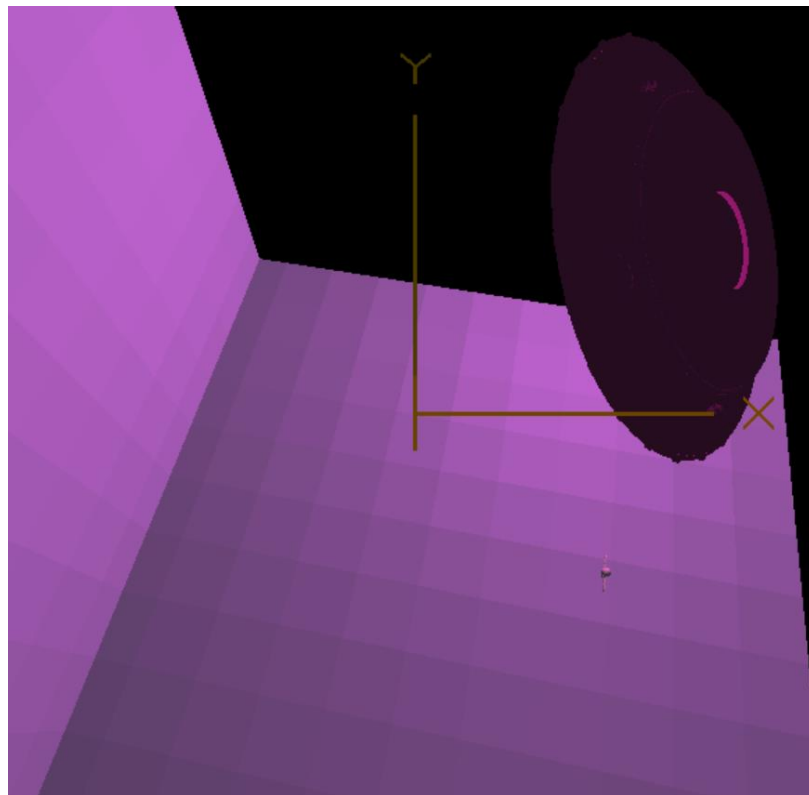
Position (Xpos1, Ypos1, Zpos1)

Rotation (Rotation)

Scale (Scaled)

Color (ColorR, ColorG, ColorB)

Eye view (`eyePosX, eyePosZ`)

Light color (`LightColR, LightColG, LightColB`)

Link: CS550 Assignment Four - OSU MediaSpace (oregonstate.edu)